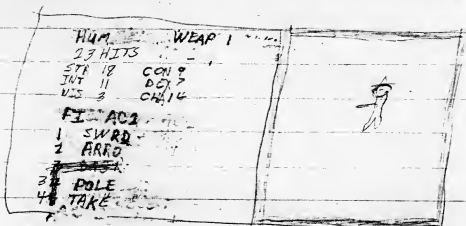


Projected Program Description

Program if selected will ask NO OF HITS, You will enter 0-99 (This will be the number of hits your character can stand -- allows skill levels). Screen will look as Follows:

TYPE
FIGHT
WIK
THAT
HIT
HARD
LOVE



Statistics (will be abbreviated on actual screen)
All Statistics will be rolled-up by Bally.

Cowboy type figure will be moved using Joystick. Rooms will have from 1-4 possible walls (into another room). Weapons will be selected by turning joystick (1-4). View will be by Trigger. Object Monsters will be

LDRX E, 0FH
DAD D, H2D

MOV E, M

INX H H2J

MOV D, M

~~EXCHG~~

RST 56 WRITE AXH

DB 1EH

LXI H, 1F10H

RST 56

GUNFICHER BODY

WRITE BODY

DB 1EH

STRX D, 0EH

STRX E, 0DH

LXI H, 4F1EH

CALL 1D54H

SAVE POSITION IN

OLD SCREEN ADDRESS

ADD VECTOR TO QUEUE

ADD 0

POPX

EXX

EXAF

EI

RET

GFLER

PUSH PSW

PUSH B

PUSH D

PUSH H

PUSX

LDRX A, 3

ORX 4 ?

ORX 8 ?

ORX 9 ?

JRNZ MOVGF

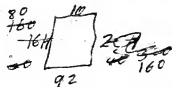
STIX 12, 4EH

SETX 1, 0DEH ?

SETX 1, 0E6H ?

~~MAGE~~ JR STARMC

MOVGF



7

LXI H, NUMWP
INRM

WEAP4

RST 24

~~LXI H, POP H~~
~~MOV B, 4~~
CALL CHAR

~~RET~~

* INSTALL ANY WALLS

~~LD~~ LDA ROOM

MOV C, A

LXI H, DOORTB

RST 38H

Get Nibble

DB 56H

STA DOORS

BIT 3, A

JR ~~NE~~ ~~BL~~ FT

BOTTOM

PUSH PSW

RST 38H

DB 1DH

~~BOTTOM~~

DB 80

XCOORD

DB ~~80~~ 82

YCOORD

DB 80

XSIZE

DB 5

YSIZE

~~LD~~ ~~LD~~ ~~LD~~ DB AAH

COLOR MASK Color 2

POP PSW

TSTLFT BIT 3, A

~~TOP~~ JRNZ TSTTOP

LEFT PUSH PSW

RST 38H

DB 1DH

~~LEFT~~
~~TOP~~

DB 80

DB 10

DB 5

DB 82

DB 0AAH

POP PSW

TSTTOP ~~TO~~ BIT 1, A

~~TOP~~ JRNZ TST^{RG}~~TOP~~

TOP PUSH PSW

RST 38H

DB 1DH

~~TOP~~ DB 80

DB 10

DB 80

DB 5

DB 0AAH

POP PSW

TSTRGY BIT 0, 0

JRNZ TSTFIN

```
POP H
RST 8
PUSH H
LXI H, DEX
RST 32 CALL NUMZ
POP H
RST 10
LXI H, CHA
RST 32 CALL NUMZ
CALL NXLN
LDA PUSH TYP
RAL
RAL
RAL
PUSH MOV L, A
MVI H, 0 PUSH H TYPE * 5
LXI D, TYPE
DAD D
MVI B, 8
CALL CHAR
```

Dexterity

CHARISMA

DISPLAY
CHAR. TYPE

```

LXI D, STR RACES
MVI LDA RACE
    MVI H, 0
    MOV L, A
    DAD H
MVI E, 3 LXI D, 202H      2>D 2>E
MVI D, 2 CALL CHR3
MVI H, 0 DATA MVI H, 0 LDA DATA MVI A, #
PUSH H      LDA TYPE ADDE
            MOV L, A MOV E, A
LXI H, WEAP
MVI B, 4 CALL CHAR
CALL CHAR LXI H, DATA TRAITS
CALL NXT RST 8
            PUSH H
            LXI H, STR
            RST 32 CALL NUM1
            POP H
            CALL RST 10
            PUSH H
            LXI H, INT
            RST 32 CALL NUM2
            POP H
            RST 8
            PUSH H
            LXI H, WIS
            RST 32 CALL NUM3
            POP H
            RST 10
            PUSH H
            LXI H, CON
            RST 32 CALL NUM4
    
```

DISPLAY STR

DISPLAY INT

WISDOM

CONSTITUTION

LD (IX+D),N STX DISP,N
 LD (IX+D),R STX DISP,R
 LD R,(IX+D) LDAX R,DISP
 LD (NN),IX SLD NN
 LD IX,(NN) LDX NN
 LD IX,NN LXX NN
 LD SP,IX SPX

9.

RIGHT

PUSH PSW

RST 38H

DB 10H

DB 150

DB 10

DB 5

DB 82

DB 0AAH

POP PSW

RSTFIN

MVI A,4FH

STA 4F14H

STA 4F17H

~~LD~~ LXIX, 4F78H

STX ~~50H~~

LD (IX+0),50H

CALL GOWINT 1D34H

MVI A,

~~LD~~ LDIA

MVI A,

OUT 00H

RST 56

DB 51H

DB 100

WRITE Header+2
 Vector & Header+2

} RCOVB
 } Right Carry Vector

} COWINT
 } Higher Order Int. Vex

LOWER BYTE INT.

Pause for 1.67 sec,
 while cowboy walks
 out

LOOP.

RST 56

intorpreter

DB 0

DB 43H

Engble All Keys

DA 214

DB 45H

DOIT

DA DOITAB

DB 0

Exit interpreter

* CHECK FOR WALLS

SUBROUTINE NEXT LINE 1 DISPLAY 3 CHAR
 NLN MVI E, 2
~~MVI A, 8~~
~~ADD B~~
~~MOV B, A~~
~~RET~~

* SUBROUTINE TO DISPLAY ^B CHARACTERS

* D Reg Ycoord

* E Reg Xcoord

* HL points to CHAR BUFFER

* C Options Byte
 CHARS CHAR
 LOOP3
 MVI B, 3
 MOV B, C
 MOV A, M
 INX H HL+1
 RST 36H
 DB 32H
 DJNZ LOOP3
 RET

00 ONCOLOR
 11 OFFCOLOR
 0000 WHITE
 0001 GREEN
 0010 CYAN

* SUBROUTINE TO DISPLAY BCD NUMBER 2 DIGIT

* D Reg YCOORD

* E Reg XCOORD

* HL POINTS TO NUMB

* C OPTIONS Byte

* B Extended Options

NUM2 ← MVI B, 82H

MVI C, 9

RST 36H

DB 36H

RET

MVI C, 3
 MVI A, 20H
~~DATA RST~~
 RST 36H
 DB 32H

MVI C, 3
~~POP PSW~~ MVI A, 20H
 RST 36H
 DB 32H
 RST 36H
 DB 32H

1 SPACE BEFORE
 2 SPACES AFTER

1 0 01
 ONCOLOR OFFCOLOR
 WHITE MAGENTA
 1 10
 ZERO SUPPRESS 20 CHAR

DO TABLE

DOITAB	DB 5CH	CALL Machine Language
	DA POTMOV	Pot Moved
	DB 55H	Call Machine Language
	DA JOYMOV	Joy Stick Moved
	DB 93H	to Interpreter Call
	DA PIZZA	Key Down
	DB 54H	Machine Language Call
	DA TRIGINV	Trigger Moved
	DB 0C0H	End of Table

RACES
~~DB~~
TABLE

DB 'HUM'

DB 'ELF'

DB 'HOLF'

DB 'DWA'

TRAITS

DB 'STR'

DB 'INT'

DB 'WIS'

DB 'CON'

DB 'DEX'

DB 'CHA'

ARMOR

DB 'AC'

TYPE

DB 'FIGHTAC2'

DB 'MUTAC10'

DB 'CLASAC3'

DB 'THEAC6'

WEAP

DB 'WEAP'

HITS

DB 'HITS'

AMMO1

DB 'SWORD' ARRO'

DB

'DAGR LING

DB

'MACE HOLD'

DB

'DAGR HIDE'

AMMO2

DB 'POLE

TAKE'

'POLE TAKE'

Rooms FROM 00 TO FF

DOORS 0 = No Door 1 = Door

B-17-4 (10K 3-0) Bottom Left Top Right

Reverse ALL NIBBLES BEFORE TYPING

W42H, 77H, 35H,

DOOR B DB ~~42~~4H, 77H, 53H, 96H, 75H, 53H, 67H, 73H
DB 0E3H, 0ACH, 5FH, 77H, 0F5H, 7DH, 0E9H, 0CDH
DB 0E9H, 0E7H, 3EH, 0BAH, 0AGH, 0D2H, 0E3H, 6BH
DB 0A4H, 0DDH, 0BEH, 0BCH, 0DFH, 0B6H, 0FDH, 0BAH
DB 0C5H, 77H, 9CH, 0F5H, 5DH, 0FDH, 0B2H, 0CBH
DB 22H, 0AAH, 63H, 0E7H, 32H, 0C5H, 9EH, 59H
DB 0AEH, 0DDH, 0FFH, 0DDH, 9EH, 57H, 58H, 63H
DB 0EFH, 77H, 0DBH, 47H, 58H, 6EH, 59H, 0AAH
DB 0CDH, 0F9H, 2CH, 3AH, 6FH, 0F9H, 65H, 0DAH
DB 63H, 86H, 0F3H, 8CH, 9AH, 86H, 0F7H, 79H
DB 0EFH, 03AH, 8EH, 36H, 3EH, 7EH, 9EH, 0DIH
DB 0EFH, 0BCH, 5FH, 0DDH, 0BEH, 0D9H, 16FH, 51H
DB 0AAH, 0E7H, 3AH, 26H, 98H, 65H, 0FDH, 73H
DB 0E9H, 0EDH, 0BAH, 0ACH, 71H, 0AGH, 0F1H, 0E9H
DB 0C3H, 0C5H, 0BCH, 0F1H, 0A4H, 9EH, 0B4H, 0F3H
DB 4DH, 51H, 0C5H, 0DIH, 0C5H, 5DH, 0DIH, 0C9H

FAWN DB 'FAWN + DUNGEON', 0

NUM HIT DB 'NO. OF HITS', 0

COLORS DB 0ACH, 72BH, 0CDH, 2BH

DB 2, 76H, 5AH, 0FAH

LEFT 7-4 GREEN, WHITE, CYAN, MAG

RIGHT 3-0 GRAY, FLESH, RED, BLUE

POTMOV

LDEX 4F7EH

Right Cowboy

MOV A, B
AND 0E0H

COMPLEMENT

RAR

RAR

RAR

RAR

CPI 0EH

JRNZ SEVSKP

MVI A, 0CH

SEVSKP - STRX 0EH, A
RET

JOYMOV

LDIR 4F7EH

Right Cowboy

LDRX C, 0

LYI D, 128

LYI H, 128

RST56

DB 7EH

Joystick

DELTA MASKS

STRX 9, H

STRX 8, L

STRX 4, D

STRX 3, E

RET

DBO

WITH O'S

DB 19H

COL SET

DA COLORS

GCN, WH, CY, MA, GRA, FL, RD, BLU

DB 17H

SET OUTPUT PORT

DB 0BBH

VERT. ~~BAR~~ ^{BAR}

DB 0D6H

HORZ. ^{COLOR BOUND + BACKGRND} ~~BAR~~ ^{TS 543}

DB 8

INTERRUPT ENABLED MODE

DB 1BH

FILL

DA STACK

STACK

DA 0D6H

TO STACK + D6

DB 0

WITH O'S

DB 13H

PLAY ^{HOME ON THE RANGE} ~~STRIP~~ ¹⁵⁰⁰

DA 04F12H

DB 0C0H

DA 1FA3H

DB 7

EXIT INTERPRETER

EXI H, STR

BEG. WITH STRENGTH

MUI 6, 6

6 ROLL-UPS

ROLOOP

RST 3BH

ROLL-UP LOOP

DB 37H

RANDOM

DB 0

8 bits

ANI 0FH

0-15

ADI 3

3-18

CPI 10

JNC LSTH 10

SBI 10

ORI 16

PIZZA

DB 48

PIZZA BREAK

DB 9

M RETURN

TRIGMU

RST 56

DB 0DH

SUCK ARGUMENTS 4P

DB 0DCH

DA 4F78H

DA 4FDBH

DA 4F3DH

!

RST 56

DB 13

Gunshot

DA 4F12H

DB 1

DA 1FDBH

RET

ENDSCR EQU 4FF4H
 STACK EQU 4F06H
 SCREEN EQU 4000H
 NUMBER

STR EQU
 INT " STR+1
 WIS " STR+2
 CON " STR+3
 DEX " STR+4
 CHA " STR+5
 TYP " STR+6
 RACE " STR+7

187E
 CHARTYPE

DUNGEON

ORG 2000H

DB 55H

DA 218H

DA FAWN BEGIN

RST8 CALL NXLN

RST10 JMP CHR3

RST24 CALL NXLN

RST32 JMP RNUM NUM2

NEXT LINE & PRINT 3

PRINT 3 CHAN

NEXTLINE & PRINT 2 NUM

PRINT 2 NUM

BEGIN RST 38H

DB 4DH

DA NUMHIT

DB 82H

DA ENDSR

DI

LXI SP, STACK

RST 38H

DB 0

DB 1BH

DA SCREEN

DA 0E38H

GET PARAMETER

NUMBER OF HITS

OSUPPRESS 4 DIG

PARAM in 4FF4 IN BCD

BEGIN INTERPRETING

FILL

→ 4E38

GFWAIT

EXAF

EXX

~~PUSHX~~

MVI A,

OTHER INT. VECTOR LOWE. 2H

OUT 0D H

MVI A, DC8H

LINE# TO POP SCREEN

OUT 0EH

LXI H, 4F12H

WAITQ

CALL 1D6BH

QA FIRST

CALL 1D79H

DELETE FROM Q

XRA A

STA 0FFFH

0 → MAGIC → 4FFF

LXI D, 1405H

BLANK COUNTS GREEN

RST 56

BANK 1

DB 28H

MVI H, 1EH

LEG PATTERN

LDRX L, 12

INRL

INRL

RST 56

WRITE LEG

DB 1EH

LXI H, 1D0BH

ARM TABLE

MVI D, 0